



**Keywords:** compositing, kd-tree, nonsplitting layered decomposition, occlusion cycle, occlusion graph, sprite, visibility sorting

#### 4 False path analysis based on hierarchical control representation

Apostolos A. Kountouris, Christophe Wolinski

December 1998 **Proceedings of the 11th international symposium on System synthesis**

**Publisher:** IEEE Computer Society

Full text available:  [pdf\(1.16 MB\)](#)  Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)  
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#### 5 Temporal continuity of levels of detail in Delaunay triangulated terrain


Daniel Cohen-Or, Yishay Levanoni

October 1996 **Proceedings of the 7th conference on Visualization '96**

**Publisher:** IEEE Computer Society Press

Full text available:  [pdf\(739.20 KB\)](#)  Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)  
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#### 6 Application performance and flexibility on exokernel systems

 M. Frans Kaashoek, Dawson R. Engler, Gregory R. Ganger, Hector M. Briceño, Russell Hunt, David Mazières, Thomas Pinckney, Robert Grimm, John Jannotti, Kenneth Mackenzie  
 October 1997 **ACM SIGOPS Operating Systems Review , Proceedings of the sixteenth ACM symposium on Operating systems principles SOSP '97**, Volume 31 Issue 5

**Publisher:** ACM Press

Full text available:  [pdf\(2.39 MB\)](#)  Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

#### 7 Scalable algorithms for mining large databases

 Rajeev Rastogi, Kyuseok Shim  
 August 1999 **Tutorial notes of the fifth ACM SIGKDD international conference on Knowledge discovery and data mining**

**Publisher:** ACM Press

Full text available:  [pdf\(4.11 MB\)](#)  Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

#### 8 Rendering complex scenes with memory-coherent ray tracing

 Matt Pharr, Craig Kolb, Reid Gershbein, Pat Hanrahan  
 August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**

**Publisher:** ACM Press/Addison-Wesley Publishing Co.

Full text available:  [pdf\(1.37 MB\)](#)  Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** caching, coherence, computation reordering, scene data management

#### 9 Pen computing: a technology overview and a vision

 André Meyer  
July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

**Publisher:** ACM Press

Full text available:  [pdf\(5.14 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...



# 10 A graphical environment for the design of concurrent real-time systems



 L. E. Moser, Y. S. Ramakrishna, G. Kutty, P. M. Melliar-Smith, L. K. Dillon  
January 1997 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 6 Issue 1

**Publisher:** ACM Press

Full text available:  [pdf\(759.77 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Concurrent real-time systems are among the most difficult systems to design because of the many possible interleavings of events and because of the timing requirements that must be satisfied. We have developed a graphical environment based on Real-Time Graphical Interval Logic (RTGIL) for specifying and reasoning about the designs of concurrent real-time systems. Specifications in the logic have an intuitive graphical representation that resembles the timing diagrams drawn by software and h ...

**Keywords:** automated deduction, concurrent systems, formal specification and verification, graphical user interface, real-time systems, temporal logic

# 11 Long-term movie popularity models in video-on-demand systems: or the life of an on-demand movie




 Carsten Griwodz, Michael Bär, Lars C. Wolf  
November 1997 **Proceedings of the fifth ACM international conference on Multimedia**

**Publisher:** ACM Press


Full text available:  [pdf\(1.24 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

# 12 Code reuse in an optimizing compiler



 Ali-Reza Adl-Tabatabai, Thomas Gross, Guei-Yuan Lueh  
October 1996 **ACM SIGPLAN Notices , Proceedings of the 11th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '96**, Volume 31 Issue 10

**Publisher:** ACM Press

Full text available:  [pdf\(1.97 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes how the cmcc compiler reuses code---both internally (reuse between different modules) and externally (reuse between versions for different target machines). The key to reuse are the application frameworks developed for global data-flow analysis, code generation, instruction scheduling, and register allocation. The code produced by cmcc is as good as the code produced by the native compilers for the MIPS and SPARC, although significantly less resources have been spent on cmcc ...

# 13 Lore: a database management system for semistructured data



- ◆ Jason McHugh, Serge Abiteboul, Roy Goldman, Dallas Quass, Jennifer Widom  
September 1997 **ACM SIGMOD Record**, Volume 26 Issue 3

**Publisher:** ACM Press

Full text available:  pdf(1.43 MB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Lore (for Lightweight Object Repository) is a DBMS designed specifically for managing semistructured information. Implementing Lore has required rethinking all aspects of a DBMS, including storage management, indexing, query processing and optimization, and user interfaces. This paper provides an overview of these aspects of the Lore system, as well as other novel features such as dynamic structural summaries and seamless access to data from external sources.

#### 14 Units: cool modules for HOT languages

- ◆ Matthew Flatt, Matthias Felleisen  
May 1998 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1998 conference on Programming language design and implementation PLDI '98**, Volume 33 Issue 5

**Publisher:** ACM Press

Full text available:  pdf(1.54 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A module system ought to enable *assembly-line programming* using separate compilation and an expressive linking language. Separate compilation allows programmers to develop parts of a program independently. A linking language gives programmers precise control over the assembly of parts into a whole. This paper presents models of *program units*, MzScheme's module language for assembly-line programming. Units support separate compilation, independent module reuse, cyclic dependencies, ...

#### 15 An architectural design for digital objects

- Paul A. Fishwick  
December 1998 **Proceedings of the 30th conference on Winter simulation**

**Publisher:** IEEE Computer Society Press

Full text available:  pdf(118.60 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

#### 16 Mobile code: Towards a world-wide civilization of objects

- ◆ Michael Condict, Dejan Milojevic, Franklin Reynolds, Don Bolinger  
September 1996 **Proceedings of the 7th workshop on ACM SIGOPS European workshop: Systems support for worldwide applications**

**Publisher:** ACM Press

Full text available:  pdf(978.94 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

The Internet today corresponds to a Feudal society, where fortress walls (firewalls) surround villages (LANs), little pockets of civilization connected by lawless highways (insecure networks) infested by bandits (hackers). The emergence of the World Wide Web and Java have shown the way towards a true civilization of electronic objects, although it does not yet exist. To assist in its evolution, we propose to extend the World Wide Web and Java with object-oriented, distributed OS services, implem ...

#### 17 Re-targetability in software tools

- ◆ Premkumar T. Devanbu  
September 1999 **ACM SIGAPP Applied Computing Review**, Volume 7 Issue 3

**Publisher:** ACM Press

Full text available:  pdf(756.28 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Software tool construction is a risky business, with uncertain rewards. Many tools never

get used. This is a truism: software tools, however brilliantly conceived, well-designed, and meticulously constructed, have little impact unless they are actually adopted by real programmers. While there are no sure-fire ways of ensuring that a tool will be used, experience indicates that *retargetability* is an important enabler for wide adoption. In this paper, we elaborate on the need for retargetab ...

# **18 Chiron-1: a software architecture for user interface development, maintenance, and run-time support**



Richard N. Taylor, Kari A. Nies, Gregory Alan Bolcer, Craig A. MacFarlane, Kenneth M. Anderson, Gregory F. Johnson  
June 1995 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 2 Issue 2  
**Publisher:** ACM Press

Full text available: [pdf\(2.65 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The Chiron-1 user interface system demonstrates key techniques that enable a strict separation of an application from its user interface. These techniques include separating the control-flow aspects of the application and user interface: they are concurrent and may contain many threads. Chiron also separates windowing and look-and-feel issues from dialogue and abstract presentation decisions via mechanisms employing a client-server architecture. To separate application code from user interf ...

**Keywords:** artists, client-server, concurrency, event-based integration, user interface architectures

# **19 A system architecture for the extension of structured information spaces by coordinated CSCW services**



Peter Manhart  
November 1999 **Proceedings of the international ACM SIGGROUP conference on Supporting group work**  
**Publisher:** ACM Press

Full text available: [pdf\(1.76 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The World Wide Web is an emerging platform for information systems; however established system architectures for web systems focus mainly on the creation and storage of consistent hypermedia information structures and on the efficient distribution of the resulting documents. The interaction between the information users is seldom supported. As many application scenarios profit greatly from human interaction, the paper presents a platform- and application-independent generic system ...

**Keywords:** CSCW services, group interaction, system architecture, web-based human interaction

# **20 Exploiting ILP in page-based intelligent memory**



Mark Oskin, Justin Hensley, Diana Keen, Frederic T. Chong, Matthew Farrens, Aneet Chopra  
November 1999 **Proceedings of the 32nd annual ACM/IEEE international symposium on Microarchitecture**  
**Publisher:** IEEE Computer Society

Full text available: [pdf\(1.35 MB\)](#) [Publisher Site](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This study compares the speed, area, and power of different implementations of Active Pages [OCS98], an intelligent memory system which helps bridge the growing gap between processor and memory performance by associating simple functions with each page of data. Previous investigations have shown up to 1000X speedups using a block of

reconfigurable logic to implement these functions next to each sub-array on a DRAM chip.  
In this study, we show that instruction-level parallelism, n ...

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